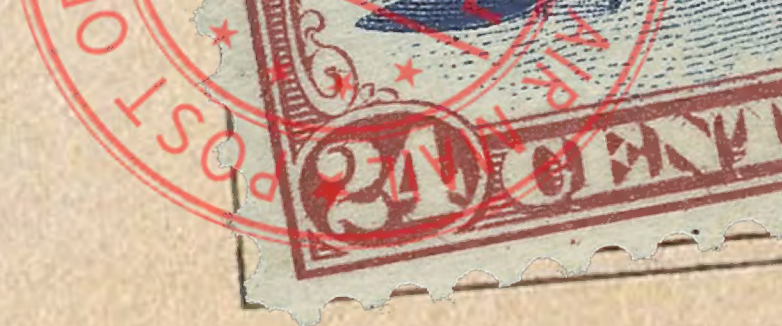





INTERNATIONAL

CREATED BY BRADFORD N. SMITH





PREMISE

This series proposes an entirely new origin for the gang and doesn't begin with them as a group of friends. Instead, it follows the high schoolers just as they begin to hang out. Aware of each other mostly through athletics at their private prep school, it's not until Fred asks for help with deciphering some clues that Mystery, Inc. starts to form. Following in the footsteps of Scooby-Doo! Mystery Incorporated, each "Monster of the Week" episode is part of a larger story to piece together clues that will solve a decades old mystery. More of an action adventure series, the gang is put in much more danger than usual, along the lines of Tomb Raider, The Goonies, or James Bond and Indiana Jones films, as they solve the mystery of what happened to Fred's childhood hero.

Fred Jones

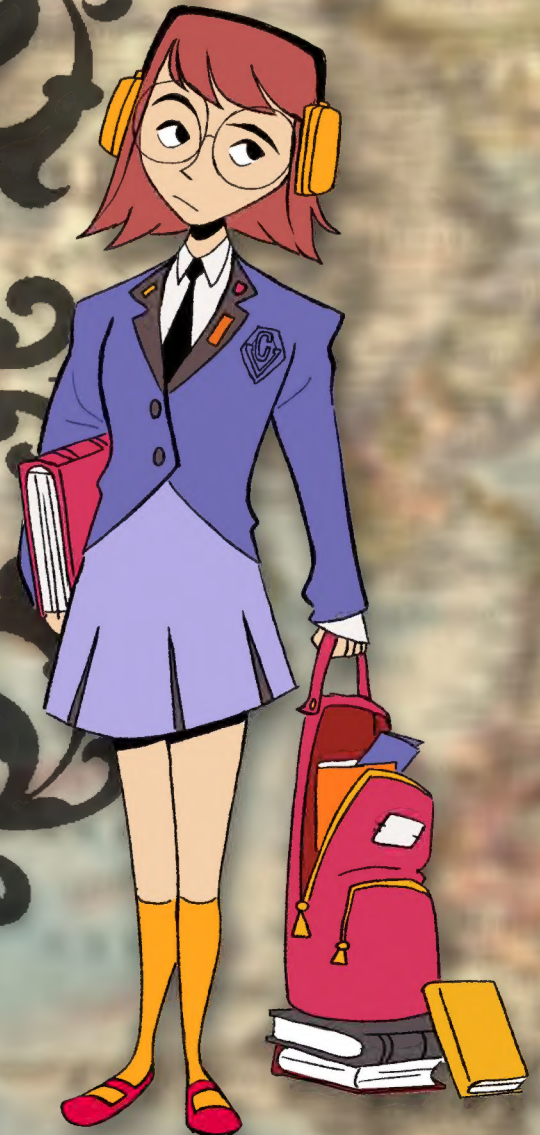


A hotshot "action man" who acts a little too impulsively and aggressively, often without considering the consequences for himself or others. Although he serves as the de facto leader of the gang, he tends to put himself first and the others either keep up or get left behind. He frequently butts heads with Velma and Daphne as he seldom takes advice and stubbornly sticks with his own "gut decisions." A gifted athlete, who captains many of the school's teams, he's mostly despised by his teammates for his complete inability to function as part of a team. However, despite his faults, the young man does have a soft side and is truthfully oblivious of what he's doing wrong or that people are even upset with him.

Velma Dinkley

The youngest in the group, this teen's the only one who doesn't come from money, having found herself at the same school as the others via a scholarship. Because of this, the practical skeptic is known around campus as the "girl from the wrong side of the tracks," and typically finds herself in detention for using her intelligence to stand up for herself. It's trouble like that which causes her to be assigned as Shaggy's tutor as a punishment. And while nobody is thrilled with the freshman tagging along (especially her), she soon finds the whole mystery-solving adventurer thing to be a lot of fun.

Changed the most from prior franchise appearances, Velma's now more "edgy" than nerd.



Daphne Blake

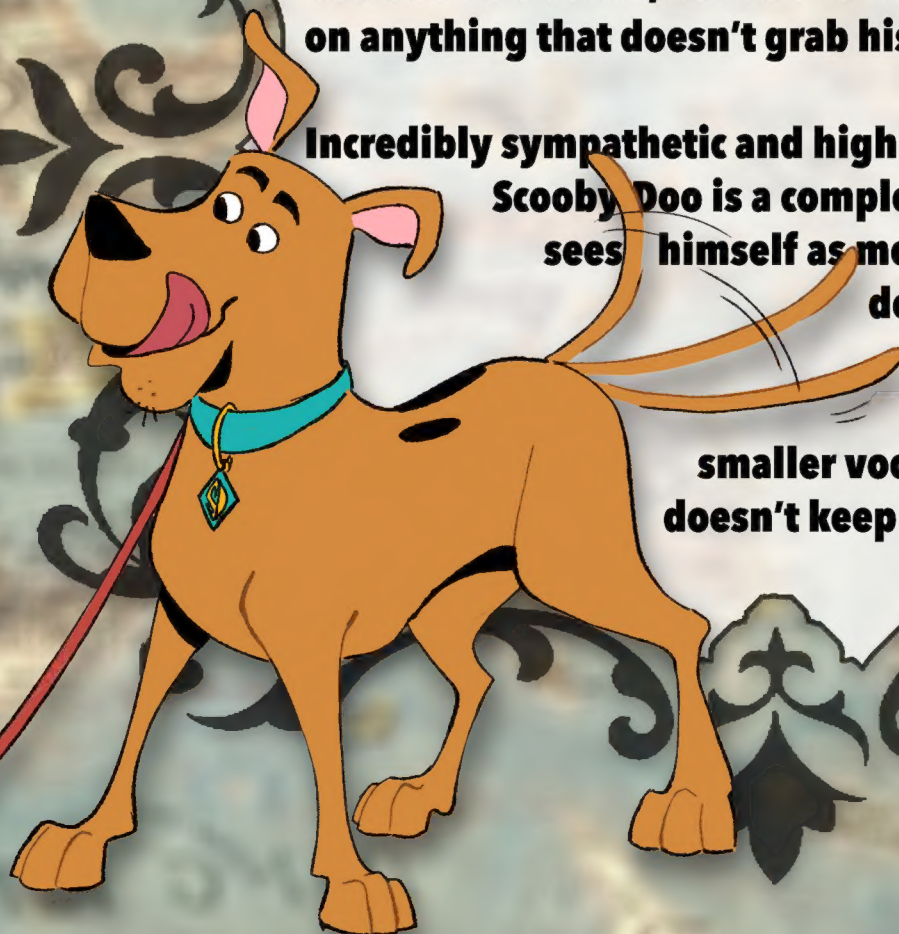


Knowing she's set to inherit her family's business assets in addition to their vast fortune, one day, this teen entrepreneur has made herself as "financially savvy" as possible. The epitome of the young professional, she already feels the weight of the responsibilities that will eventually be left on her shoulders. As a means to keep from being "on edge" 24/7, she participates in a variety of extracurriculars which explains her vast catalogue of special skills. Unfortunately, her priorities aren't exactly in the right place and she can, at times, be a bit overly dramatic, but that's due to her upbringing, more than anything else, as this girl has the biggest heart and will stick by her friends until the end.

Shaggy Rogers & Scooby-Doo

As the school's track star, this goofball is under constant pressure to perform at his best. Unfortunately, as charming, imaginative and observant as he may be, his memory is flawed. Not because he's dumb, but due to his trouble focusing on anything that doesn't grab his attention.

Incredibly sympathetic and highly persuasive, Scooby Doo is a complete original. He still sees himself as more human than dog, though in this series has minimal dialogue and a smaller vocabulary. Yet that doesn't keep him out of trouble.



Montana 'Monty' De Miedo



Fred's childhood hero who traveled the world seeking monsters, treasure and glory. While he went missing decades ago during the filming of his moderately popular television series, his journals provide the gang with all the backstory and clues they need to figure out what happened to him. A Latino Indiana Jones, this "man's man" is strong, rugged and overly macho. A cocky showman with a massive ego, he believes he can do it all and look good doing it.

For the majority of the series, his appearances will be restricted to flashbacks of when the journals were written. Ideally he would be voiced by Jaime Camil.



ONLY FOOLS RUSSIAN

Using Monty's notes to trace his travels, the kids head to Russia to find the burial site of the Midas Medallion. Shocked by some of the country's policies, Velma is driven to join a protest, only to end up imprisoned by the police. In an attempt to free her, the gang agrees to help solve the mystery of the Blackbird of Chernobyl.



Season overview

THE CHILLING CHINESE CHARADE

In order to have a scroll from Monty's Journal interpreted, the gang seeks an expert in China who is revealed to have been kidnapped by the Moon Monster. Though terrified by the creature, Shaggy focuses the entire trip on something he's even more afraid of... his upcoming physics midterm.





A ROYAL ROMANIAN RUCKUS

Scobby suffers a serious case of food poisoning when the gang goes to Romania for a royal auction containing long lost footage from Monty's final episode. Though the auction is delayed by attacks from a Pricolici (a vampire/werewolf hybrid), once the gang capture the beast, they're able to win the item, unknowingly creating themselves a new enemy.



MUCH TO DOO IN PERU

Velma and Fred have a major falling out while searching the Andes Mountains for a campsite Monty may have left behind. With the gang split, an attack from the muki, a goblin-like miner, only further puts their mission in jeopardy, especially after it steals Monty's Journal!



Season overview



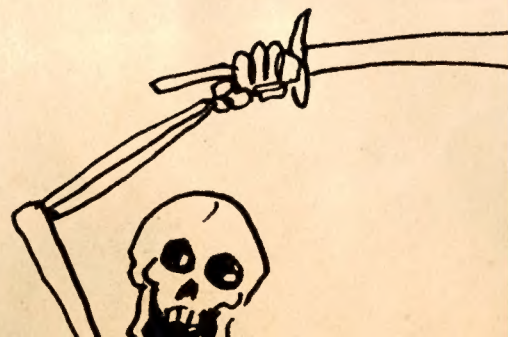
GERMAN OF A THOUSAND FACES

The group comes face-to-face with a set of evil doppelgängers when they arrive in Germany to meet with Monty's former partner. This tangled game of "Who's Who?" results in even bigger issues for Fred and Daphne who struggle to discuss a school rumor they're dating.

Season overview

THAT MENACE FROM VENICE

The kids pay a visit to a former exchange student, Antonio, while in Italy to have a gemstone identified, only for it to be stolen by the Ghostly Gondolier. While the guys decide the best option is to hunt the ghoul down, Velma asks Daphne to stay behind to give her some financial advice.





TERROR MILE ON THE NILE

Velma's new role as a reporter for the school paper puts her at odds with the others as she openly discusses their adventures in her column. Although none of them are willing to kick her out of the group, a trip to Egypt and an encounter with an evil spirit known as En-Maddāha are all incredibly awkward as they give her the cold shoulder.



Season overview

ANTARCTIC-TAG-SNOW

After rewatching a few of Monty's old episodes, Fred suggests they visit a research camp in Antarctica. While the scientists there welcome the gang with open arms, an invading alien traps them without power. Slowly freezing to death, everybody shares their biggest insecurities and regrets, with Shaggy having a major revelation about his life goals.





NORWAY HOME

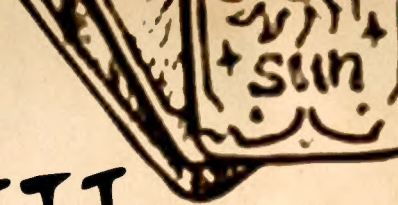
When a clue leading the gang to Norway turns out to be a dead-end, Fred loses confidence in his ability to solve the mystery and considers giving up the search. As his new friends object, the debate is forced to be put on hold when a troll attacks the village they're staying in.



Season overview

DON'T HAITI 'CAUSE YOU AIN'T ME

Suspensions are raised when Monty's former partner is seen setting fire to Monty's old residence in Haiti, though an encounter with zombies proves to be a bigger issue. Distraught over the death of his uncle, Shaggy wanders away from the gang, taking Scooby around the city to investigate the powers of voodoo.





SKITTISH WITH THE BRITISH

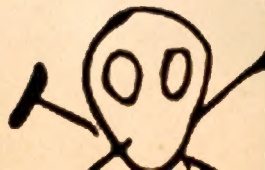
Lost in a forest in England. Without cell service, Daphne panics over missing a shareholder meeting. While the others remain more concerned with their survival. Seeking refuge in a mysterious castle, the kids are surprised to discover it contains clues to Monty's disappearance, as well as an evil wizard, Anthos.

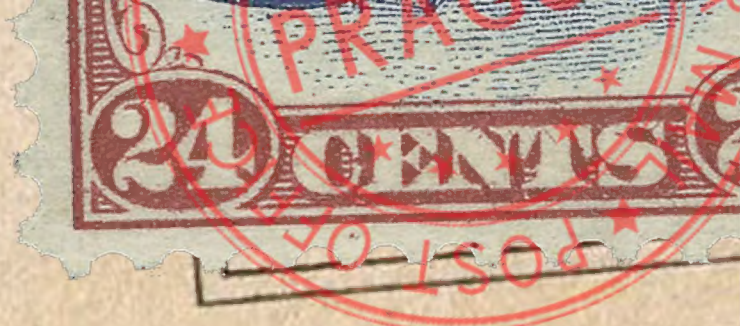



A BLUNDER DOWN UNDER

The final page of Monty's journal leads them to believe he may have ended up at the bottom of the Bass Strait Triangle, but an investigation leads only to the discovery of a trio of ghostly mariners. Stressed by a drop in her family's company's stock price, Daphne is of little help as she pinches pennies to an extreme degree. Having hit a dead-end and believing the adventure may be over, Fred's surprised to find a second journal waiting for him when they return home.

Season overview





FUTURE

Although the main storyline will eventually conclude with the discovery of Monty's whereabouts and the trouble he's gotten himself into, the series structure is designed to allow for nearly endless clues for the gang to follow. With a wide array of countries available for them to visit, plus myths and folklore from those regions to inspire monsters, there are easily multiple seasons' worth of material to play with. In addition to the Monty mystery, over the course of the series, the gang will be given opportunities to grow, culminating in a finale which has them finally becoming the best friends fans have always known them to be.